

FIG. 1

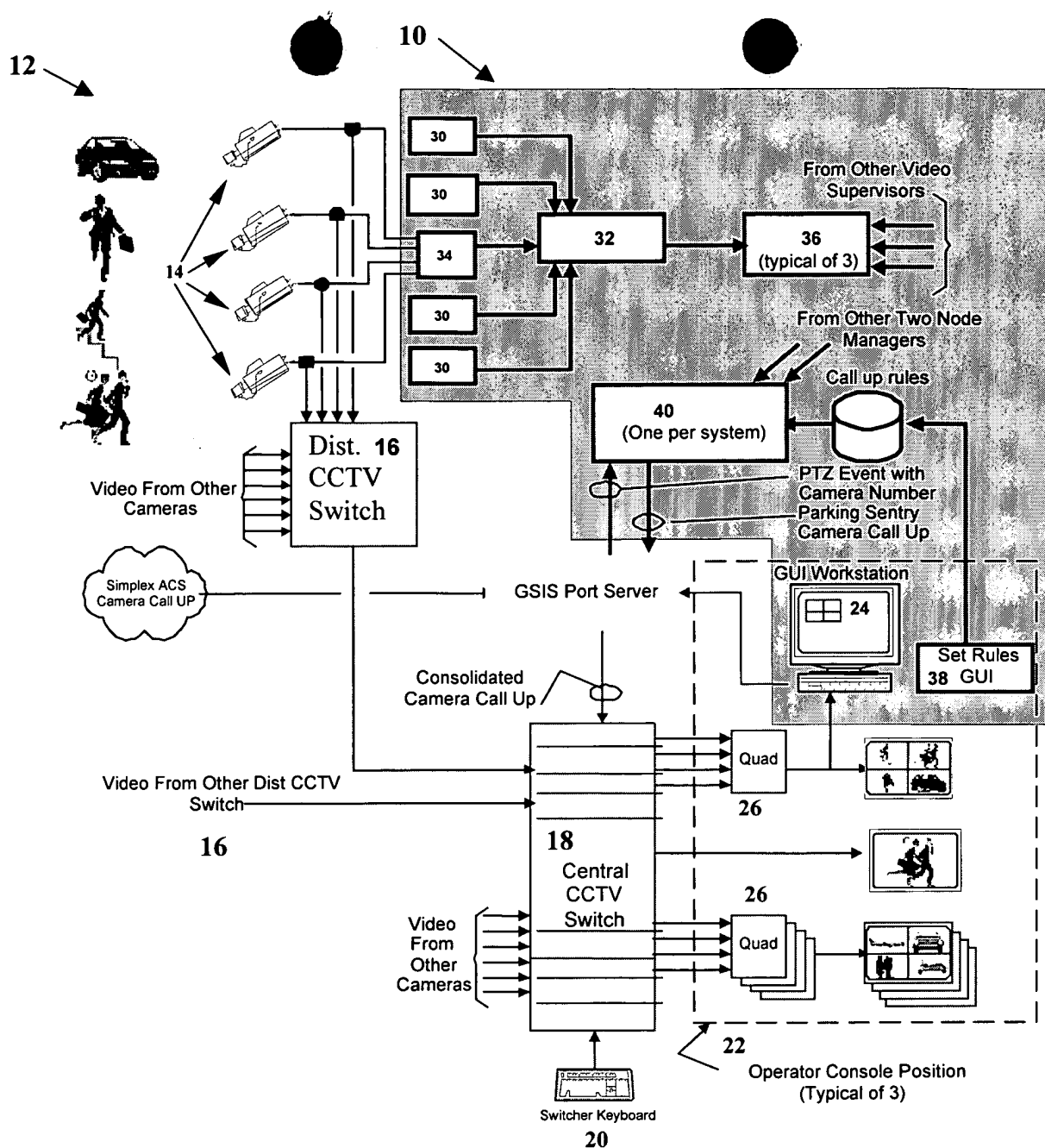


FIG. 2

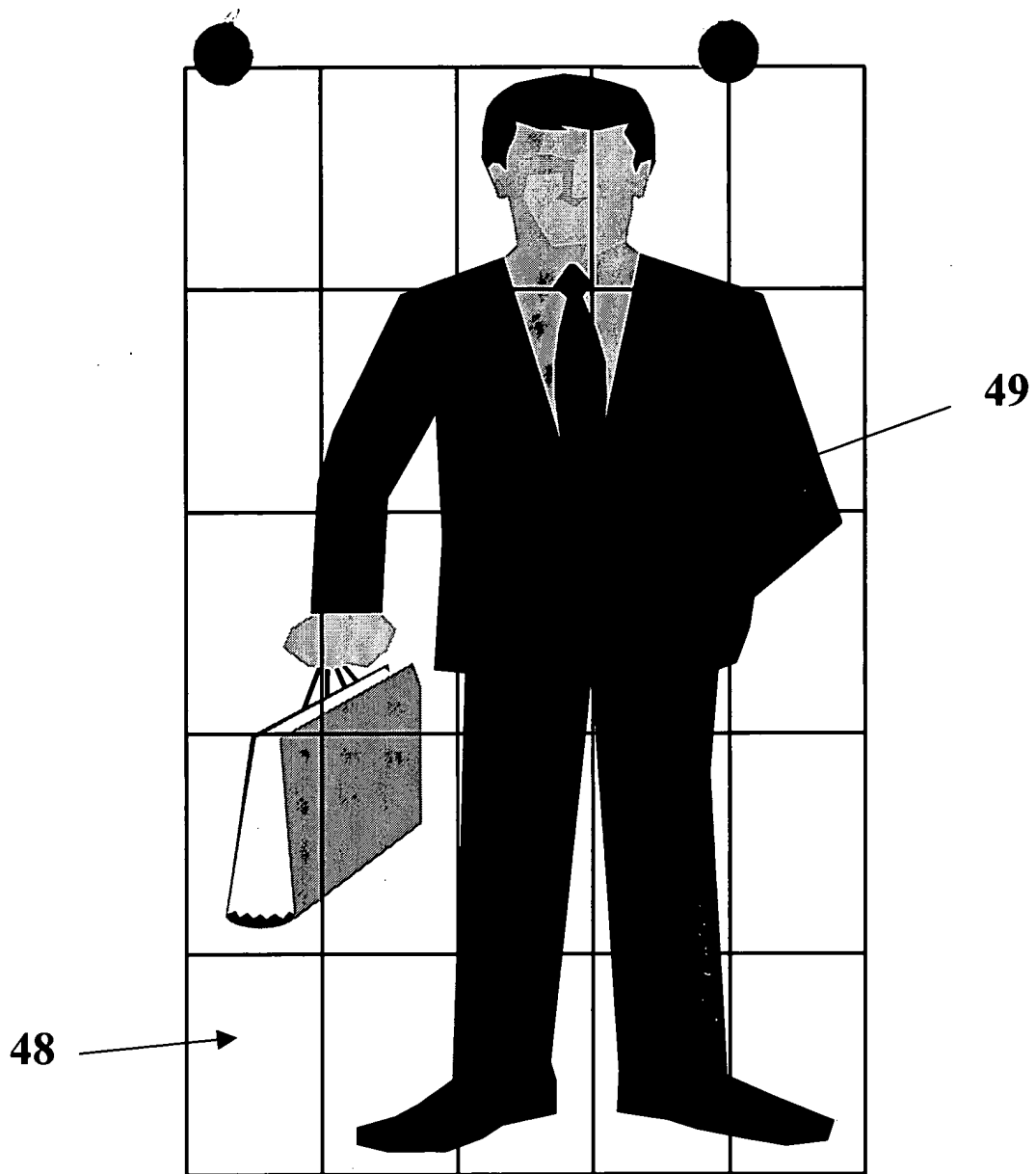
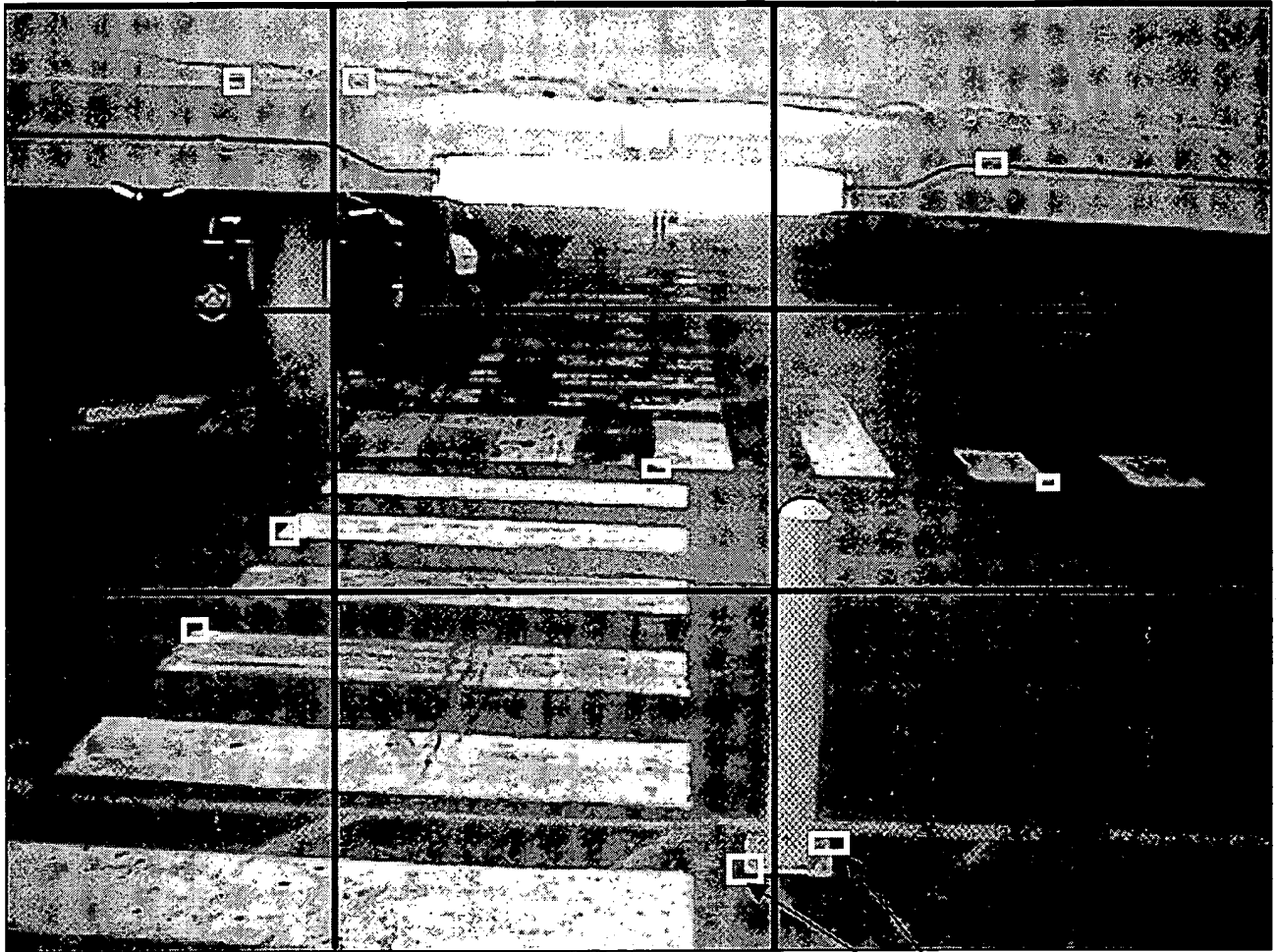
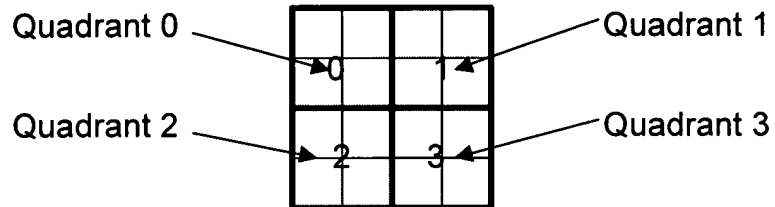


FIG. 3



50

FIG. 4



Basic 4 X 4 Kernel With
four 2X2 quadrants

0	1
2	3

Pixel Numbers in each
quadrant

FIG. 5

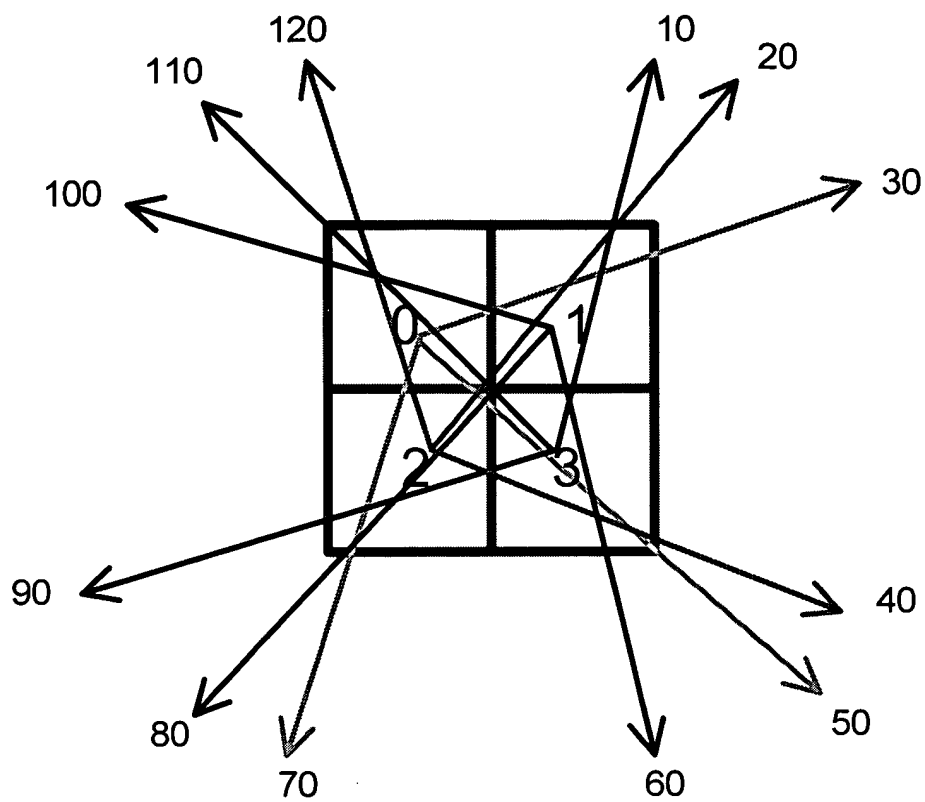


FIG. 6

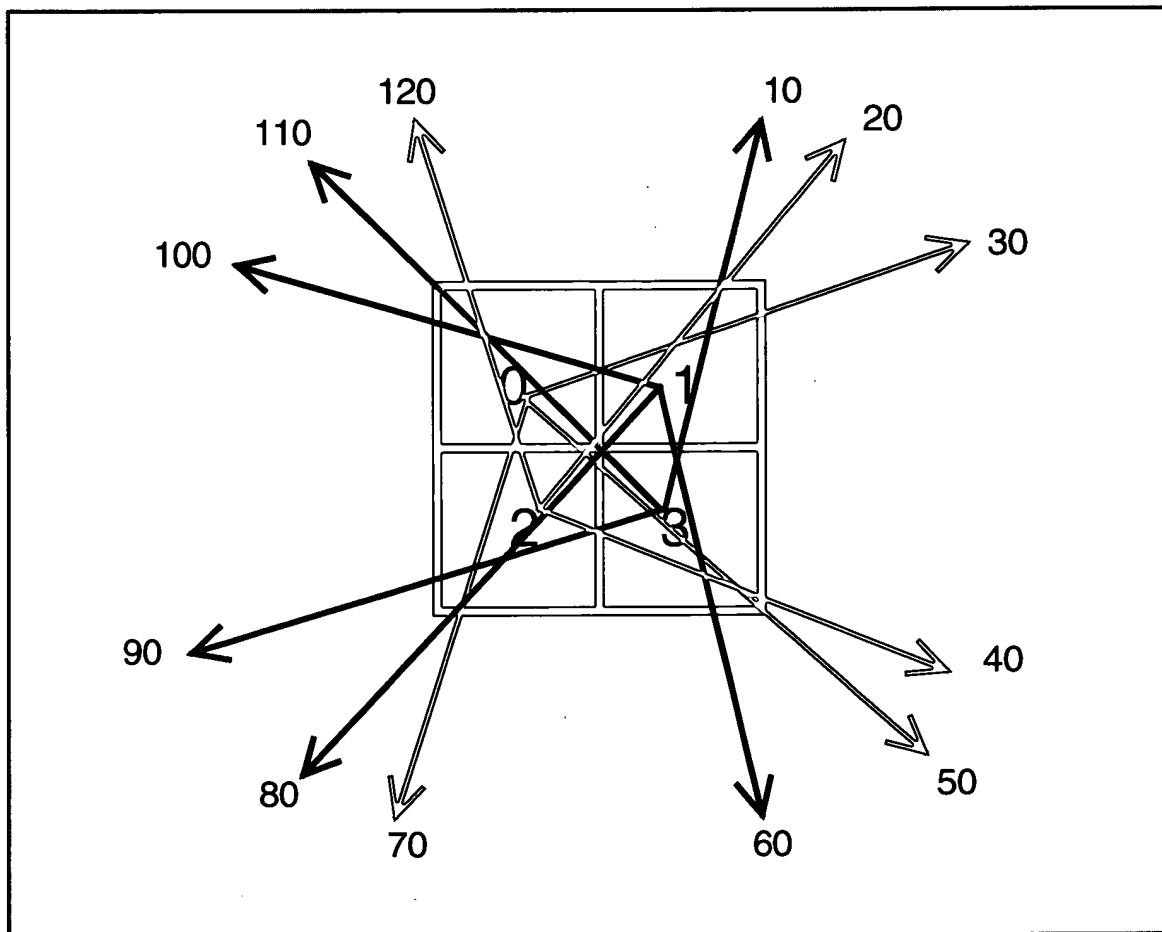


FIG. 6

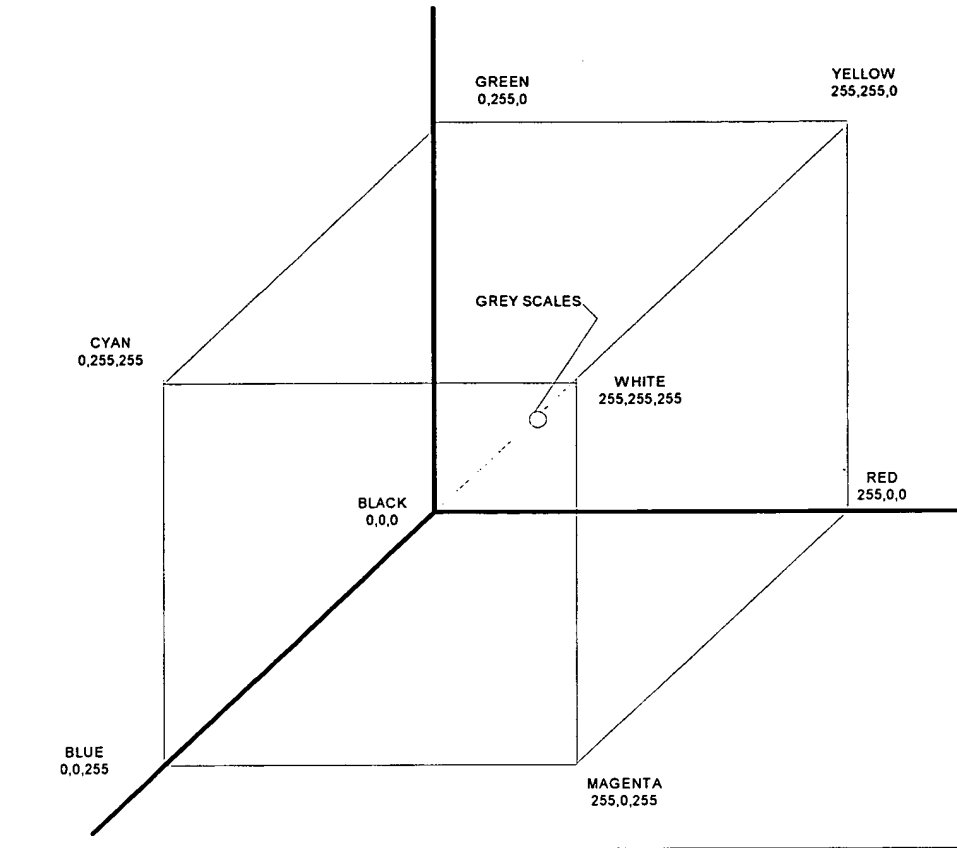


FIG. 7

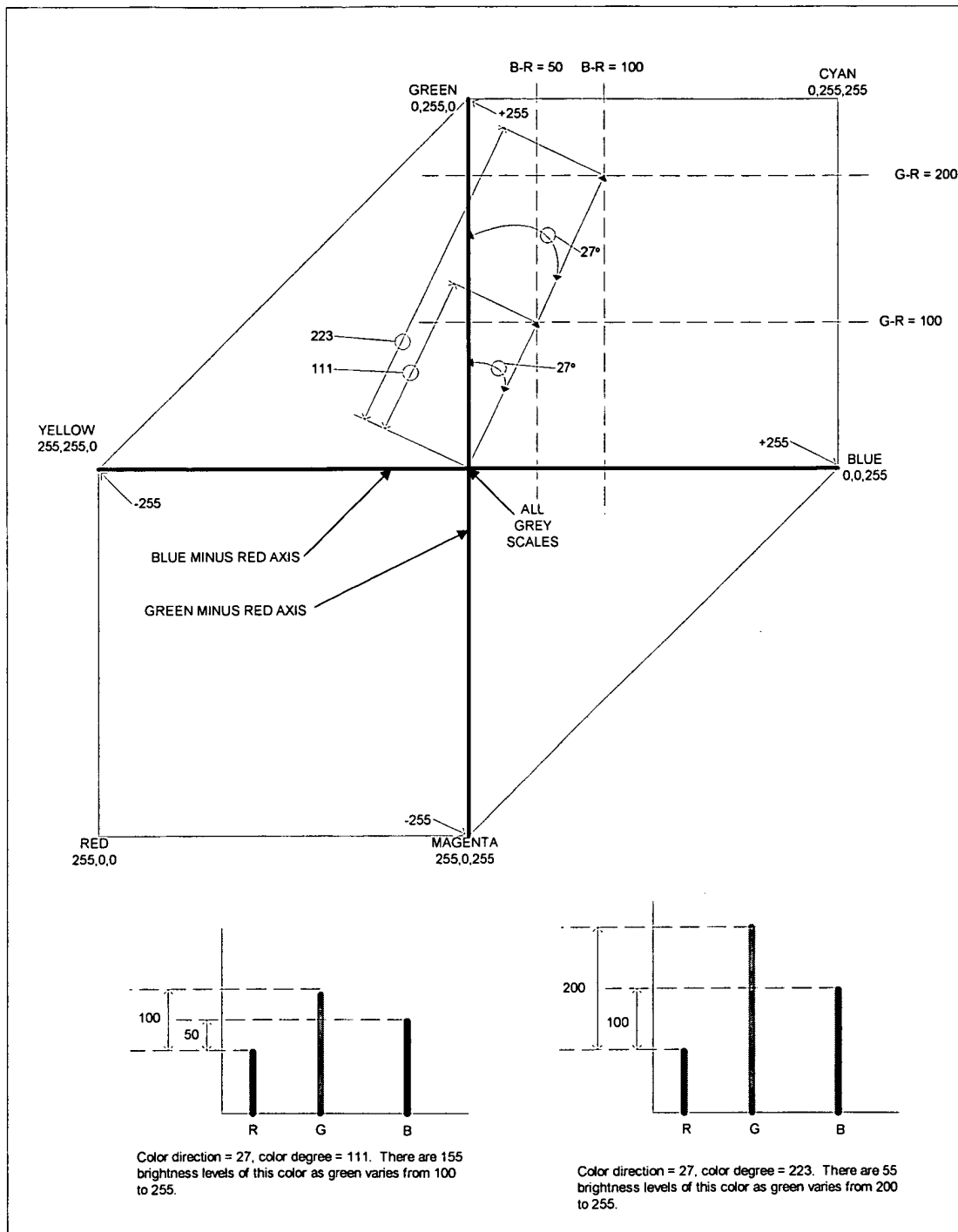


FIG. 8

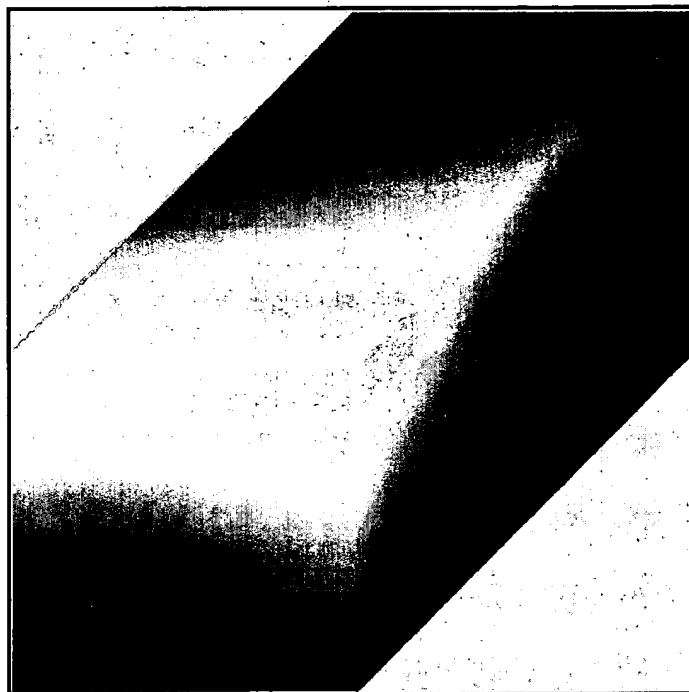


FIG. 9

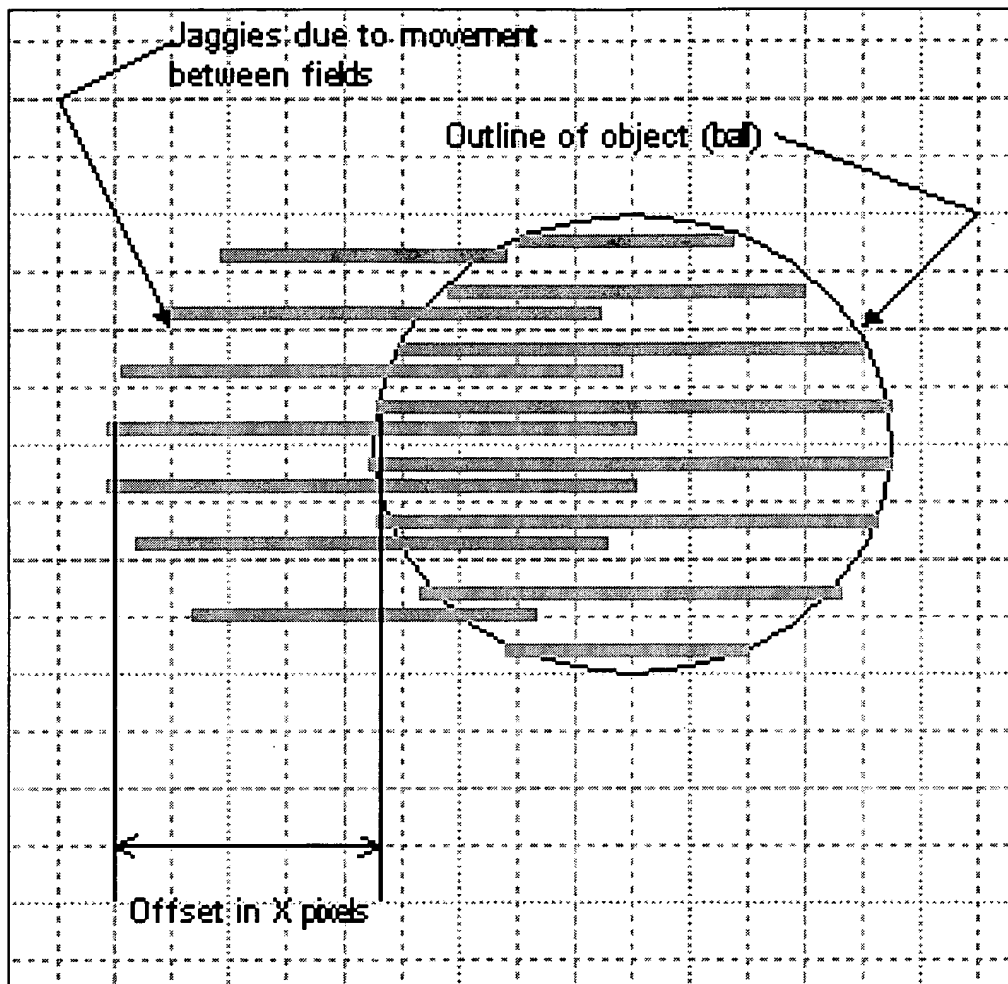


FIG. 10



FIG. 11

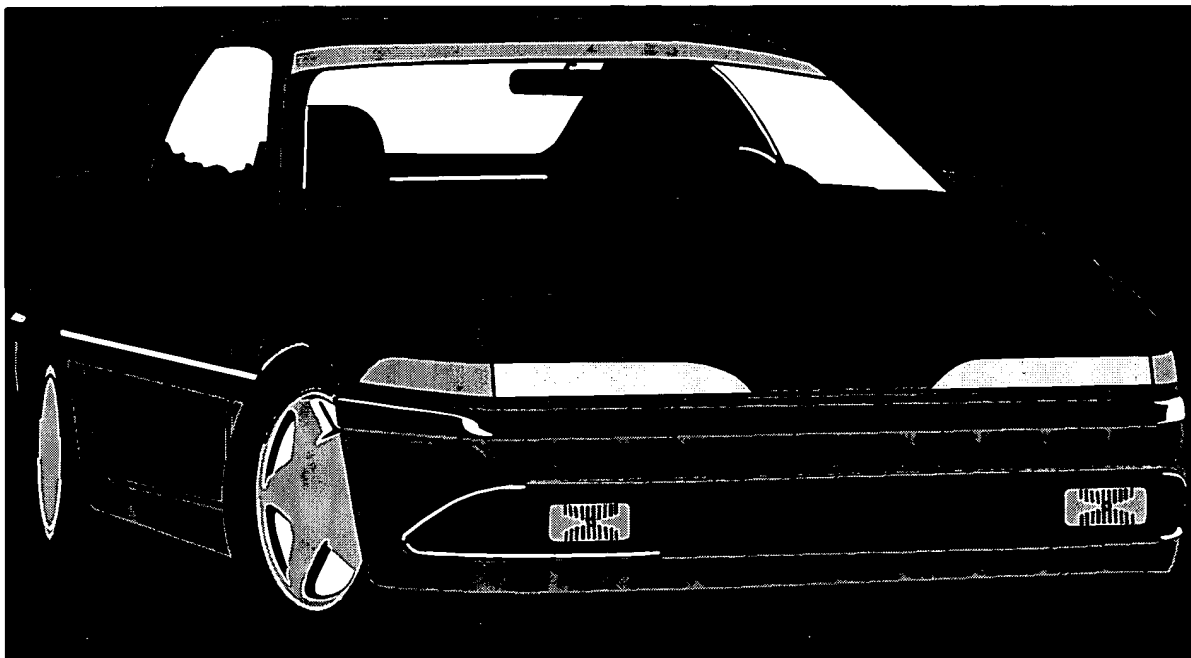


FIG. 12

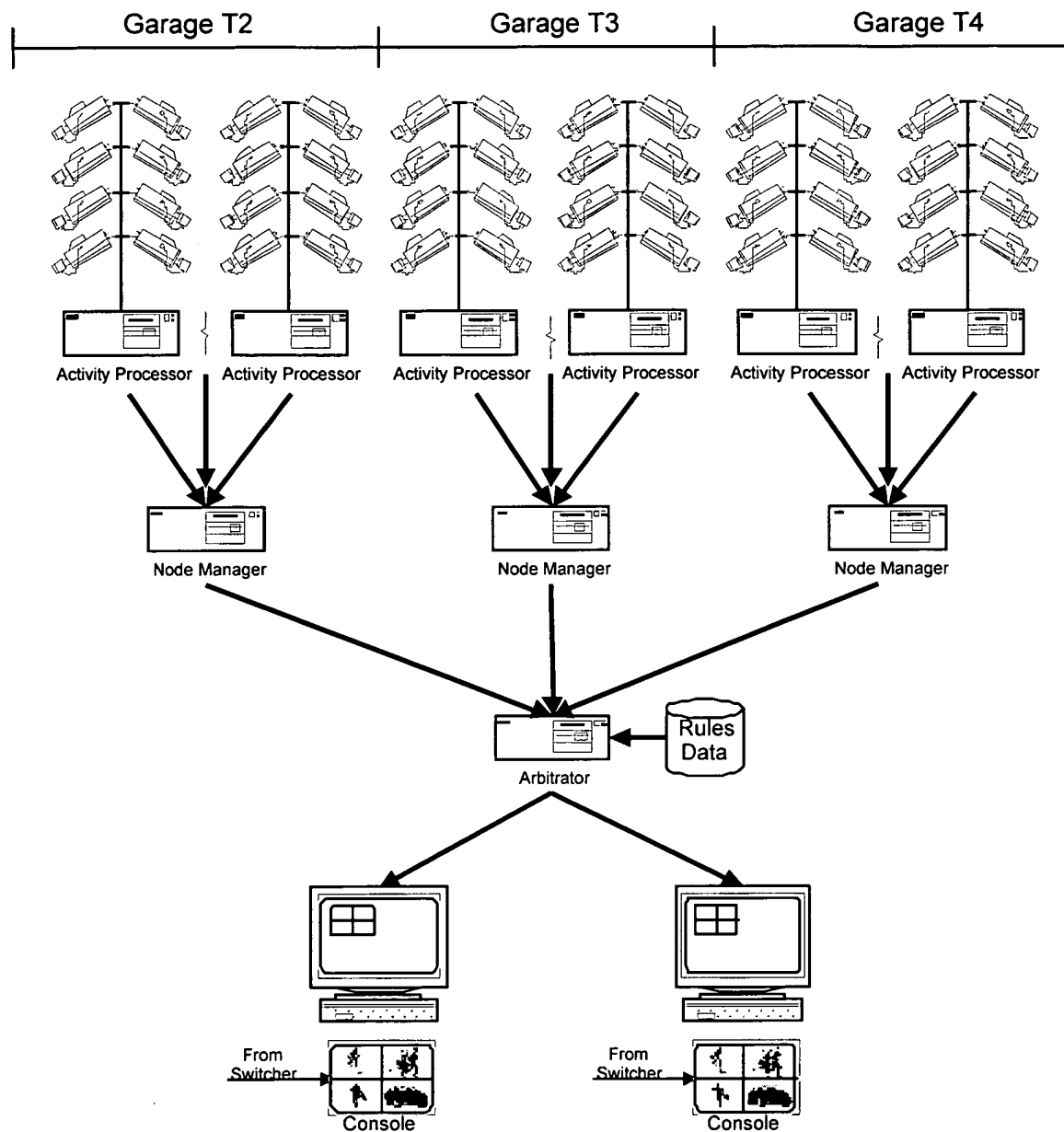


FIG. 14